**IN THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

**Listing of Claims**

1. (Currently amended) A method of porting a program from a first platform to a second platform, comprising:

converting at least one of filenames and a directory structure of the program from a first platform standard for the first platform to a second platform standard for the second platform, wherein the first platform standard includes a first filename structure and a first directory hierarchy structure, wherein the second platform standard includes a second filename structure and a second directory hierarchy structure, and wherein at least one of the second filename structure is more restricted in length than the first filename structure and the second directory hierarchy structure is more restricted in hierarchy than the first directory hierarchy structure; and

storing the program for use with the second platform.

2. (Canceled)

3. (Currently amended) The method of claim [[2]] 1, wherein converting at least one of filenames and a directory structure includes shortening filenames in the ~~flexible~~ first filename ~~standard~~ structure to [[a]] shortened ~~filename~~ filenames in the ~~restricted~~ second filename ~~standard~~ structure.

4. (Canceled)

5. (Currently amended) The method of claim [[4]] 1, wherein the ~~flexible~~ first directory structure is a hierarchical directory structure and the ~~restricted~~ second directory structure is a nonhierarchical directory structure.

6. (Currently amended) The method of claim 1, wherein the first platform is a ~~Unix~~ Unix® platform and the second platform is an ~~OS/400~~ OS/400® platform.

7. (Original) The method of claim 1, wherein converting at least one of filenames and a directory structure of the program is performed in a build environment.

8. (Original) The method of claim 1, wherein converting at least one of filenames and a directory structure of the program is performed using a file editor.

9. (Original) The method of claim 1, wherein converting at least one of filenames and a directory structure of the program includes modifying header files associated with files in the program to reflect the conversion of at least one of the filenames and the directory structure.

10. (Original) The method of claim 1, wherein converting at least one of filenames and a directory structure includes changing an original filename and directory structure to a modified filename and directory structure based on a mapping from the first platform to the second platform.

11. (Original) The method of claim 10, further comprising:

determining if the modified filename and directory structure already exists; and

further modifying the modified filename and directory structure if the modified filename and directory structure already exists.

12. (Original) The method of claim 11, wherein further modifying the modified filename and directory structure includes:

notifying a user of a prior existence of the modified filename and directory structure; and

receiving a selection of a new filename and directory structure from the user.

13. (Original) The method of claim 11, wherein modifying the modified filename and directory structure includes:

replacing a character of the filename with a number or alternate character.

14. (Original) The method of claim 1, further comprising compiling the program natively.

15. (Original) The method of claim 1, further comprising compiling the program using a cross-compiler.

16. (Currently amended) A computer program product in a computer readable medium for porting a program from a first platform to a second platform, comprising:

first instructions for converting at least one of filenames and a directory structure of the program from a first platform standard for the first platform to a second platform standard for the second platform, wherein the first platform standard includes a first filename structure and a first directory hierarchy structure, wherein the second platform standard includes a second filename structure and a second directory hierarchy structure, and wherein at least one of the second filename structure is more restricted in length than the first filename structure and the second directory hierarchy structure is more restricted in hierarchy than the first directory hierarchy structure; and

second instructions for storing the program for use with the second platform.

17. (Canceled)

18. (Currently amended) The computer program product of claim [[17]] 16, wherein the first instructions for converting at least one of filenames and a directory structure include instructions for shortening filenames in the ~~flexible~~ first filename structure ~~standard~~ to [[a]] shortened ~~filename~~ filenames in the ~~restricted~~ second filename structure ~~standard~~.

19. (Canceled)

19. (Canceled)

20. (Currently amended) The computer program product of claim [[19]] 16, wherein the ~~flexible~~ first directory structure is a hierarchical directory structure and the ~~restricted~~ second directory structure is a nonhierarchical directory structure.

21. (Currently amended) The computer program product of claim 16, wherein the first platform is a ~~Unix~~ Unix® platform and the second platform is an ~~OS/400~~ OS/400® platform.

22. (Original) The computer program product of claim 16, wherein the first instructions for converting at least one of filenames and a directory structure of the program are executed in a build environment.

23. (Original) The computer program product of claim 16, wherein the first instructions for converting at least one of filenames and a directory structure of the program are executed using a file editor.

24. (Original) The computer program product of claim 16, wherein the first instructions for converting at least one of filenames and a directory structure of the program include instructions for modifying header files associated with files in the program to reflect the conversion of at least one of the filenames and the directory structure.

25. (Original) The computer program product of claim 16, wherein the first instructions for converting at least one of filenames and a directory structure include instructions for changing an original filename and directory structure to a modified filename and directory structure based on a mapping from the first platform to the second platform.

26. (Original) The computer program product of claim 25, further comprising:

instructions for determining if the modified filename and directory structure already exists; and

instructions for further modifying the modified filename and directory structure if the modified filename and directory structure already exists.

27. (Original) The computer program product of claim 26, wherein the instructions for further modifying the modified filename and directory structure include:

instructions for notifying a user of a prior existence of the modified filename and directory structure; and

instructions for receiving a selection of a new filename and directory structure from the user.

28. (Original) The computer program product of claim 26, wherein the instructions for modifying the modified filename and directory structure include:

instructions for replacing a character of the filename with a number or alternate character.

29. (Original) The computer program product of claim 16, further comprising third instructions for compiling the program natively.

30. (Original) The method of claim 16, further comprising third instructions for compiling the program using a cross-compiler.

31. (Currently amended) An apparatus for porting a program from a first platform to a second platform, comprising:

means for converting at least one of filenames and a directory structure of the program from a first platform standard for the first platform to a second platform standard for the second platform, wherein the first platform standard includes a first filename structure and a first directory hierarchy structure, wherein the second platform standard includes a second filename structure and a second directory hierarchy structure, and

wherein at least one of the second filename structure is more restricted in length than the first filename structure and the second directory hierarchy structure is more restricted in hierarchy than the first directory hierarchy structure; and

means for storing the program for use with the second platform.

32. (Currently amended) A method of porting a program from a first platform to a second platform, comprising:

converting filenames and a directory structure of the program from a first platform standard for the first platform to a second platform standard for the second platform, wherein the first platform standard includes a hierarchical directory structure and the second platform standard includes a nonhierarchical directory structure; and

storing the program for use with the second platform, ~~wherein the first platform standard includes a hierarchical directory structure and the second platform standard includes a nonhierarchical directory structure, and~~ wherein the method is performed in a build environment.

33. (Currently amended) The method of claim 32, wherein the first platform standard further includes a ~~flexible~~ first filename ~~standard~~ structure and the second platform standard further includes a ~~restricted~~ second filename ~~standard~~ structure that is more restricted in length than the first filename structure.

34. (Currently amended) The method according to claim 33, wherein converting filenames and a directory structure includes shortening filenames in the ~~restricted~~ second filename ~~standard~~ structure.

35. (Currently amended) The method of claim 32, wherein the first platform is a ~~Unix~~ Unix® platform and the second platform is an ~~OS/400~~ OS/400® platform.

36. (Original) The method of claim 32, wherein converting filenames and a directory structure of the program is performed using a file editor.

37. (Original) The method of claim 32, wherein converting filenames and a directory structure of the program includes modifying header files associated with files in the program to reflect the conversion of at least one of the filenames and the directory structure.

38. (Original) The method of claim 32, wherein converting filenames and a directory structure includes changing an original filename and directory structure to a modified filename and directory structure based on a mapping from the first platform to the second platform.

39. (Original) The method of claim 38, further comprising:

determining if the modified filename and directory structure already exists; and

further modifying the modified filename and directory structure if the modified filename and directory structure already exists.

40. (Original) The method of claim 39, wherein further modifying the modified filename and directory structure includes:

notifying a user of a prior existence of the modified filename and directory structure; and

receiving a selection of a new filename and directory structure from the user.

41. (Original) The method of claim 40, wherein modifying the modified filename and directory structure includes:

replacing a character of the filename with a number or alternate character.

42. (Original) The method of claim 32, further comprising compiling the program natively.

43. (Original) The method of claim 32, further comprising compiling the program using a cross-compiler.